



HOW TO PLAY

LEARN TO
PLAY HERE



Designed by Charlie McCarron



OH NO! Sloths are falling into the river and need rescue!
Players save a sloth every turn with the other sloths falling into the Surplus Net. From the saved sloths, form a chain to help rescue the sloths caught in the net. The player with the highest value of rescued sloths wins!

COMPONENTS

5 types of sloths with 10 cards each: (1-7, X, X, X)
plus 4 baby sloths



2-4



20 min



8+

OVERVIEW

Players take turns drafting one sloth card at a time into their hand, attempting to collect runs of the same type (ex: 3, 4, 5, and 6 of). The sloths cards not taken are caught in the sloth Surplus Net. Once the sloth cards run out, the game end is triggered. Players compare their saved sloths in their hands to see who earns sloths from the Surplus Net. You win by getting the highest value of surplus sloths!

GAME SETUP

- 1 Create a deck based on the number of players.
2 players = 3 types of sloths (30 cards total)
3 players = 4 types of sloths (40 cards total)
4 players = 5 types of sloths (50 cards total)
Include the Baby Sloth cards if you'd like to add an extra layer to the game.
- 2 Shuffle the deck and deal 3 cards to each player.
- 3 Each player chooses one card to place facedown in the center of the table and keeps the others in hand.
- 4 Reveal all facedown cards, separating them by type. These sloths are caught in the Surplus Net. Sort them into face-up piles by type.
- 5 Create the two River rows above the Surplus Net by dealing two rows of cards face-up to the middle of the table based on the number of players:
2 players = 3 cards in each row
3 players = 4 cards in each row
4 players = 5 cards in each row
- 6 The player who most recently pet a sloth or had a slow day goes first as the Active Player.

3-Player Example Image



GAMEPLAY

Each round consists of players saving sloths and the extra sloth being added to the Surplus Net. The game continues until the deck runs out. The player with the longest run of each type will rescue the sloths of that type saved in the Surplus Net. The winner will be the player with the highest value of rescued sloths from the Surplus!

A ROUND OF PLAY

1. Draft Cards

The Active Player chooses one sloth card from the River to take into their hand. Moving clockwise, each player takes one sloth card from that same row, until all players have taken one sloth card.

2. Add to the Sloth Surplus

After each player has taken a card, the remaining card in the River Row falls into the Surplus Net, separated by type, with all cards values visible.

3. Refill the River Row

Add new cards from the deck to the empty River row.

If the deck runs out of cards while filling the River row and the row is only partially-filled, move the cards in this partially-filled River row to the Surplus Net.

Once the deck is empty, draft the remaining River cards, then the game ends.

Otherwise, if the deck still has cards, start a new round. The player to the left of the Active Player is the new Active Player.



END OF GAME REVEAL SLOTHS

Starting with the leftmost sloth type in the Surplus Net, all players reveal their longest run of that type. A run is a series of cards of the same type with consecutive values.

- When making runs, X sloth cards can be used as any number between 1 and 7 of its type (EX: 4, X, 6)
- Runs can be any number of cards (even one card) as long as numbers are connected sequentially.

Players compare their runs of each type, then the player with the longest run gains all sloth cards of that type from the Surplus Net. Gained cards are placed on the table in front of the player. These will count as points.

- If players are tied for run length, the run with the highest number wins. X cards don't count when comparing for the highest number.

All players discard the cards that they had in hand of that type, then continue comparing runs of each Sloth type in the Surplus Net.

Do not discard any cards gained from the Surplus Net.

Example 1: Fertessa has 1, 2, 3, and 4 of the  type, while Suzanne has 5, 6, 7. Fertessa wins the  surplus sloths for having the longer run.



Fertessa



Suzanne

Example 2: Vinny has the 4, X, and X of the  type and Avonelle has the X, 5, and 6. Avonelle wins the  surplus sloths as both players have a run of three, but Avonelle has the higher number.



Vinny



Avonelle

SLOTH TYPES



Pygmy Sloth



Pale Throated Sloth



Maned Sloth



Brown Throated Sloth



Linnaeus Two-Toed Sloth



Pygmy Three-Toed Sloth

SCORE SURPLUS SLOTHS

Only cards gained from the Surplus will score.

For each type of Sloth you gained from the Surplus Net, score points equal to the sum of the card numbers plus the sum again for each X sloth card.

Example 1: In , there's a 2, 5, and two Xs. $(2+5) + 7 + 7 = 21$ points for the winner of .



Example 2: In , there's a 2, 3, and 5. $2 + 3 + 5 = 10$ points for the winner of .



The player with the most total points wins! If tied, play another game to determine the winner.

BABY SLOTHS

If players wish, Baby Sloths can be shuffled into the deck after dealing cards to each player. When a Baby Sloth is drafted, the drafting player may add one card from their hand directly to the Surplus.

Baby Sloths count as a 0 value for ALL sloth types during the end of game scoring and are not discarded. For example, if a player has a Baby Sloth, it can be combined with both a run of 1, 2, and 3 in  for a run of 4 AND in a run of 1, 2, 3, and 4 in  for a run of 5.



SUPER SURPLUS

Avid sloth collectors can challenge each other to a Super Surplus of Sloths tournament! Play multiple games, keeping track of how many wins each player has. Once a player has two wins, they won the Super Surplus!

CREDITS

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